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POWER INSTINCT™

INSTRUCTION BOOKLET

ATLUS®

SUPER NINTENDO ENTERTAINMENT SYSTEM®

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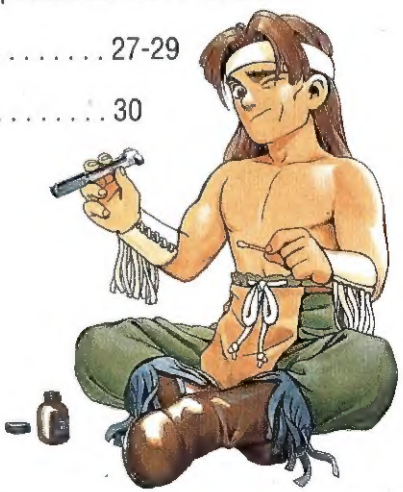


PROLOGUE

- Tales of Gogetsu -

Those of our clan inherit the fighting spirit of our bloodline

GOGETSUJI

The name responsible for the ongoing feud for control of the clan.

As outlined in the family code, the bloodline must continue to grow even stronger and eliminate all those who are weak.

The Gogetsuji Clan is currently the 3rd wealthiest family in the world. As a result, there are many who seek control of the clan and the family fortune.

Some train endlessly building up their strength, others polish up on their fighting skills with experience, and still others concentrate on their fighting spirit, all for control of the clan.

PROLOGUE

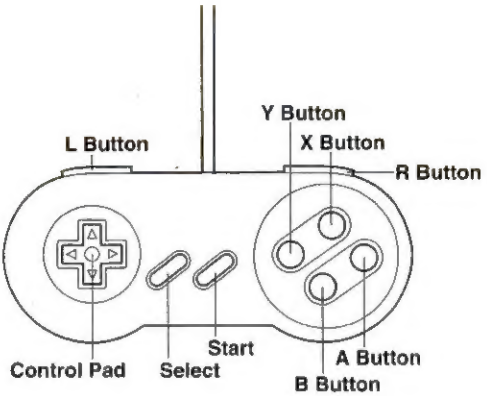
Because there were so many fighters vying for control of the clan, Oshima, the 3rd Gogetsu Leader, declared the following to all:

> The clan will hold a fighting tournament every 5 years. The winner of this "Test of Strength" tournament will assume immediate control of the Gogetsu Clan until the next tournament, at which time the seat for control will be open once again. Any member with blood ties to the clan may enter.

- Decreed this day in the 14th year of the Taisho era -

And presently.....

USING THE CONTROLS



(1) Control Pad Names & Functions

Y Button	Weak Punch
X Button	Strong Punch
B Button	Weak Kick
A Button	Strong Kick
L Button	Not Used
R Button	Not Used
SELECT Button	Not Used

START Button

<Game Start>	• Press to start the game.
<Pause>	• Press to pause the game, press again to continue the game.
<Join In>	• 2P can join in when in the Story Mode.+ Control Pad
<Mode Select>	• Use to select a mode during the Title Screen
<Parameter Select>	• Use to select the parameters in the Option and sub screens.
<Player Movements>	• Use to move Left, Right, Dash Forward/Back, Jump, Crouch, and Guard/Block.

(2) Last Note

The button controls in this manual refer to the preset configurations. Button layout may be changed using the Key Configuration.

OPTIONS

- Select [OPTION] while in the Mode Select Screen and press the Start Button. The Option Screen will appear.

INTRODUCTION TO OPTION MODE

- Move the [Otane Cursor] Up/Down with the + Control Pad to select an option and Left/Right to make any changes.

[Game Difficulty]
Set the degree of difficulty for fighting against the computer. Increase Game Difficulty by setting more triangle marks.

[Time Limit]
The countdown timer can be set to either [60] seconds, [90] seconds or [∞] (No Time Limit) for each round.

[KEY CONFIG]
Change the button configurations to best suit your playing style.

[SOUND MODE]
Select either STEREO or MONO.

[SOUND TEST]
To listen to the Music or Sound Effects of this game, move the Highlighter Up/Down with the + Control Pad to select either Music or Sound Effects, and move Left/Right to select the Music/SE number of your choice. Press the X or A Button to start the sound and press Y or B Button to stop.

* Press Start Button to return to the original screen.

STARTING THE GAME

How to Start the Game

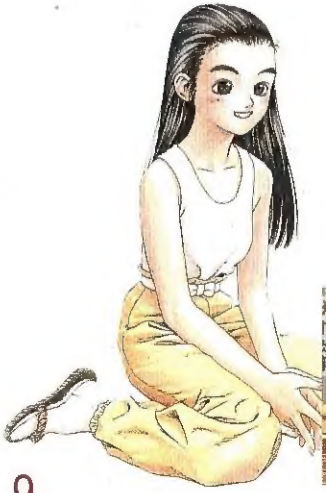
- This is a 1 or 2 Player game. Insert the game pak into your Super Nintendo Entertainment System and turn on the power.
- Select the mode you want to play from the Mode Select Screen by moving the [Otane Cursor] with the + Control Pad and pressing the Start Button.

Game Modes

STORY MODE:	Play against the computer, and a ending different from the arcade version will await you!
VS MODE:	2 player mode where you can play against a friend!
LIFE ATTACK MODE:	See how many opponents you can defeat with just 1 Life Meter!
PRACTICE 1 MODE:	Practice your fighting skills on a motionless opponent!
PRACTICE 2 MODE:	Practice your skills against the COM with no time limit. Study the moves of the computer thoroughly in this mode!

Screen Description

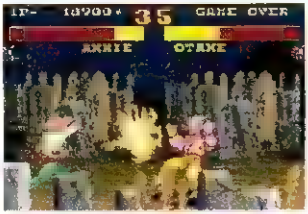
- Move the cursor to the character of your choice and press any button to select the character.
- Depending on the button you push (A,B,X,Y, START), the color of your character will be different.



Screen Description

1) 1P's Score - Player 1's current score
2) 2P's Score - Player 2's current score
3) Timer - Displays time remaining in the current round. For no time limit, the symbol will appear.
4) 1P's Life Meter - Player 1's Life Meter will decrease with every blow 1P takes.
5) 2P's Life Meter - Player 2's Life Meter will decrease with every blow 2P takes.
6) 1P's Name - Name of the current character being used.
7) 2P's Name - Name of the current character being used.
8) 1P's Victory Mark - Number of rounds Player 1 has won.
9) 2P's Victory Mark - Number of rounds Player 2 has won.
10) 1P's Victories - Total number of matches Player 1 has won.
11) 2P's Victories - Total number of matches Player 2 has won.

STORY MODE & VS MODE



Story Mode

- Play against the computer and try to defeat all other characters to become the new Gogetsu Clan Leader. The final match will be against the reigning leader, Oume.

- Use the 2nd Player Join-In feature to join in anytime during the game! Press the Start Button on either the 1P or 2P controller not in use to join in!

VS Mode

- Play against a friend in this mode!
- The Results Screen will be displayed after each match, allowing you to view a record of your results.
- Use the handicap feature to make up for any differences in fighting skills.
- Background select feature.

* As long as the game is not reset or the power is not turned off, a record of your results will continue to be recorded in the Results Screen after each match.

The Gogetsu Combat Tournament Rules

1) The object of the tournament is to win!
2) Damage your opponent to exhaust your opponent's Life Meter to win a round.
3) Win 2 rounds to win a match!
4) If after 4 rounds a winner cannot be decided, the person with the most victories will be declared the winner.
5) In the event a winner still cannot be decided, the match will end in a draw.
6) If the Timer runs out, the player with the most Life left on their Life Meter is the winner.
7) Don't despair if you lose, there will come a day when you will win!

JOIN-IN MODE & CONTINUE

Join-In Mode

- Now you can join in anytime during game play! Even during the Story Mode! Pick up the controller that is not being used and press the Start Button. The Character Select Screen will appear and you may select your character.

Continue

- The loser of the match will be able to continue by pressing the Start Button before the Continue Timer runs out. If the Timer reaches 0, the game is over.

PRACTICE MODE

* This is an exclusive 1 Player mode. If the player is using the 1P controller, the computer will use the 2P side. If the player is using the 2P controller, the computer will use the 1P side.

Practice 1 Mode

- This mode is used for practicing Special Attacks, Combination Attacks, and defensive moves.
- Your opponent will not attack. They will be in a "motionless" state so that you may practice your attacks.
- When you have mastered a combination attack, the number of hits in your Combination Attack will appear on the screen. Create your own Combination Attacks and improve your skills!

Practice 1 Mode COM

1) The computer character will be in the standing (squatting) position and will not move, jump or attack your character.
2) Your 1st attack will not be blocked, but the 2nd attack and any thereafter that are not Combination Attacks will be blocked.
3) If the computer character is in the block/guard position, it will go back to its original standing position after your character moves away from it.
4) Even after the Life Meter reaches 0, the computer character will not be knocked out.

How to Control & Exit PRACTICE Mode 1

- Controls in this mode are the same as in the other modes.
- To exit the Practice 1 Mode, press both the L & R Buttons at the same time.

Practice 2 Mode

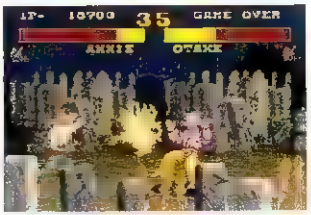
- This is a sparing mode in which your character will fight against the computer. However, your Life Meter will not be affected.
- Study the moves of the computer carefully and practice your combination attacks and defensive moves.
- When you have mastered a Combination Attack, the number of hits in your Combination Attack will appear as in the [PRACTICE 1 Mode].

Practice 2 Mode COM

1) Choose your level of difficulty and COM character opponent in the sub screen.
2) Even after the Life Meter reaches 0, the computer character will not be knocked out.

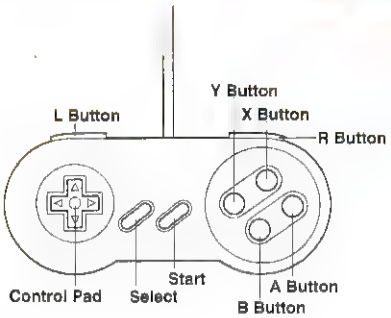
How to Control & Exit PRACTICE 2 Mode

- Controls in this mode are the same as in the other modes.
- To exit the Practice 2 Mode, press both the L & R Buttons at the same time.



LIFE ATTACK MODE

- This is also a 1 Player Mode.
- Use this battle mode to see how many opponents you can defeat with just 1 Life Meter!
- Select 8, 16, or an (infinite) number of opponents to fight.
- In the event you select 8 or 16 opponents, this mode will end after defeating all opponents. However, in the event (infinite) is selected, there is no limit as to the number of opponents you will fight.
- Game Over when your Life Meter reaches 0.



BASIC CONTROLS

- Player's Basic Controls
  (When player's character is facing right.)

+ Control Pad

Jump
Diagonal Back Jump — Diagonal Forward Jump

Retreat (Guard) — Forward

Crouch (Guard) — Crouch
Crouch

Punch Buttons & Kick Buttons

A	Strong Kick
B	Weak Kick
X	Strong Punch
Y	Weak Punch

L Button and R Button are not used is this game.

BASIC PLAYER MOVES

- Guard/Block

  Block your opponent's attacks by pressing the + Control Pad back.

- Throw

  To throw, approach your opponent and press the + Control Pad forward + Strong Punch Button.

- Dizziness

  If your character receives too many blows at one time, it will get dizzy. To quickly regain consciousness, press the + Control Pad and Attack Buttons repeatedly.

- Double Jump

  Jump Up and press the + Control Pad Up a second time to jump twice as high!

- Forward Dash

  Press the + Control Pad forward quickly twice and your character will dash forward. To Dash Attack, press a attack button while dashing and your opponent will receive 2x the damage.

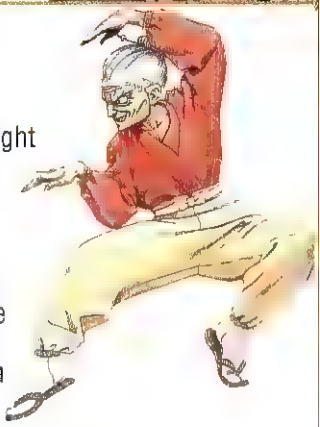
- Back Dash

  Press the + Control Pad back quickly twice and your character will dash back. While dashing back, your character is temporarily invincible so use this wisely!

* Note:

This Button Layout is preset when the game starts. Change button layout by using the Key Configuration Mode.

Gogetsuji Otane



<Age> 79 years old (Birthday: September 15, 1915)
<Blood Type> Unknown (Faints at the sight of blood)
<Birthplace> Somewhere in the north western region of Kyoto, Japan.
<Zodiac Sign> Virgo
<Characteristics> Due to her unconquerable spirit, she has become superhuman. She is both mysterious and secretive, so you never know what she may be up to.

Special Attacks (Before Transformation)

Flying Denture Attack ← hold → + Punch (X) Button
Shooting Comet Attack → + Punch Repeatedly
Flying Face Attack ↓ (hold) ↑ + Punch (X) Button
Air Kick While Jumping ↑ ↓ + Kick (B) Button

After Transformation

<Special Feature>
She steals her opponent's life energy to become young again. In the past, she had a heart of gold capable of pure and undying love. Now she uses this as a very powerful weapon to destroy her enemies (Heart Bombs). Unfortunately, she can only stay young for 10 seconds. (Use the [Throw] Command to transform.)

Special Attacks (After Transformation)

Heart Bombs (Ground Attack) ↓ ↘ → + Punch (X) Button
Heart Bombs (Aerial Attack) While Jumping ↓ ↘ → + Punch (X) Button
Rainbow Wall ← hold → + Punch Button

Annie Hamilton

<Age>	22 years old (Birthday: May 23, 1972)
<Blood Type>	Type AB
<Birthplace>	Suburbs of London, England
<Zodiac Sign>	Gemini
<Characteristics>	She is at times both overbearing and bossy, due to her spoiled upbringing. However, she loves animals and currently has 6 dogs, 4 cats, 3 horses and 1 turtle named Kensington.

Special Attacks

Swani Clash	←↙↓↘→ + Punch (X) Button
Rainbow Barrier	← hold → + Punch (X) Button
Photon Burst	While Jumping ↓↘→ + Punch (X) Button
Annie Dynamic	Hold Strong Kick (A) Button Down (4 Sec.) & Release

Keith Wayne

<Age>	25 years old (Birthday: March 13, 1969)
<Blood Type>	Type O
<Birthplace>	Chicago, Illinois - USA
<Zodiac Sign>	Pisces
<Characteristics>	He is self-centered and conceited. He was a misunderstood youth who at one time ran with a gang. But the strong, unrivaled love of his father kept him out. His one and only best friend was the leader of the gang. (He still hangs out with that friend once in awhile.)

Special Attacks

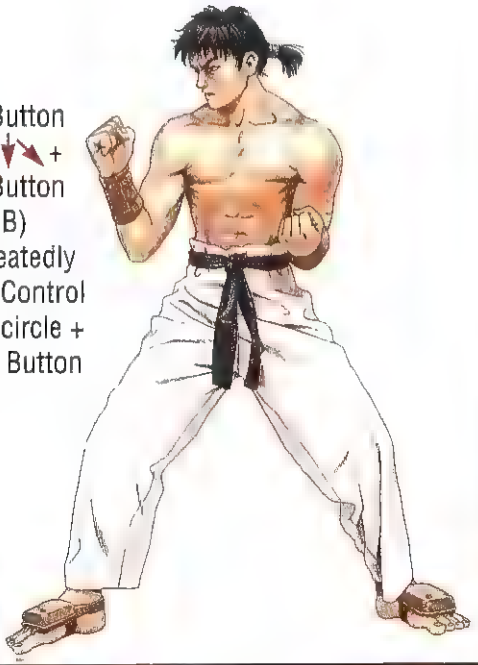
Knuckle Bomber	← hold → + Punch (X) Button
Lightning Flash	↓↙← + Punch (X) Button
Spiral Kick	↓↘← + Kick (B) Button
Rolling Cannon	→↘↓ + Kick (B) Button

Reiji Oyama

<Age> 25 years old (Birthday: July 27,1969)
<Blood Type> Type A
<Birthplace> Yokohama, Japan
<Zodiac Sign> Leo
<Characteristics> In reality, he is very straight forward and honest and is the ultimate training fanatic. He does not do well with minute details, but excels at physical strength matches. He works part-time for a construction company to exert his excess energy.

Special Attacks

Thunder Ball ↓↘→+ Punch (X) Button
Flying Dragon Punch →↓↘+ Punch (X) Button
Thunder Kick Press Kick (B) Button Repeatedly
Super Spin Kick Jump + Control Pad full circle + Kick (B) Button



Hattori Saizo

<Age>	24 years old (Birthday: October 29, 1970)
<Blood Type>	Type AB
<Birthplace>	The mountainous regions of Mie Prefecture, Japan
<Zodiac Sign>	Scorpio
<Characteristics>	He has a dark side and normally likes to hide behind a mask to avoid contact with others. (On occasion, his part-time job requires him to appear on stage in a animal costume.) He likes the word "Effort".

Special Attacks

Flaming Dragon Bomb ↓↙← + Punch (X) Button

Dragon Flaming Flash ↓↘→ + Punch (X) Button

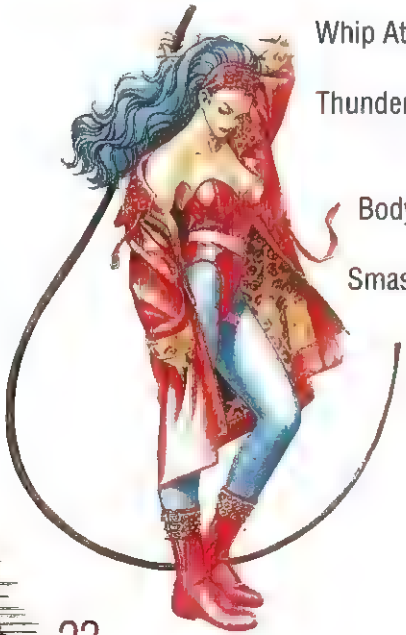
Tsunami Slash Jump + Control Pad full circle + Punch (X) Button

Blue Flame Slicer ←↙↓↘→ + Kick (B) Button

Angela Belti

<Age>	27 years old (Birthday: May 3, 1967)
<Blood Type>	Type O
<Birthplace>	A harbor town in Italy
<Zodiac Sign>	Taurus
<Characteristics>	Although she has a very rough lifestyle, she is very passionate and tends to fall in love easily. (She once followed the man she loved all the way to America. He is currently missing.)

Special Attacks



Whip Attack ← hold → + Punch (X) Button

Thunder Roll Weak (Y) Punch + Strong (X) Punch Simultaneously

Body Attack ← hold → + Kick (B) Button

Smash Kick While Jumping ↑ ↓ + Kick (B) Button

White Buffalo

<Age>	30 years old (Birthday: February 17, 1964)
<Blood Type>	Type A
<Birthplace>	Foot of the Rocky Mountains, USA
<Zodiac Sign>	Aquarius
<Characteristics>	A man of few words, he doesn't say much. A man who appreciates the little things in life

Special Attacks

Arrow Shot	↙↓↘ + Punch (X) Button
Smash Tackle	← hold → + Punch (X) Button
Flying Elbow Blow	Jump + Control Pad full circle + Punch (X) Button
Charging Buffalo Button	↓ Hold + ↑ + Kick (B) Button

Thin Nen

<Age>	35 years old (Birthday: October 1, 1959)
<Blood Type>	Type B
<Birthplace>	Kosei Seizan, China
<Zodiac Sign>	Libra
<Characteristics>	He has strong worldly desires and although he doesn't look it, he is very greedy and will use any means possible to get what he wants. (He's pretty violent.) Don't let his appearance fool you.

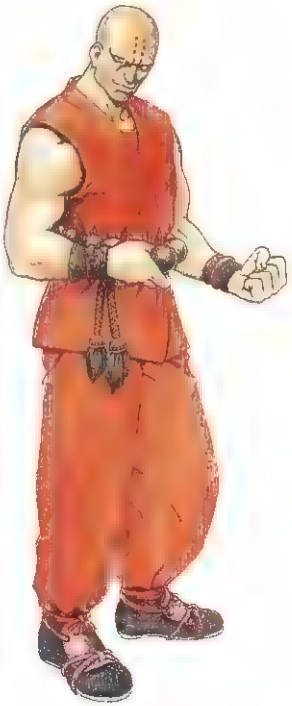
Special Attacks

Flashing Thunder Fist ←→←+
Punch (X) Button

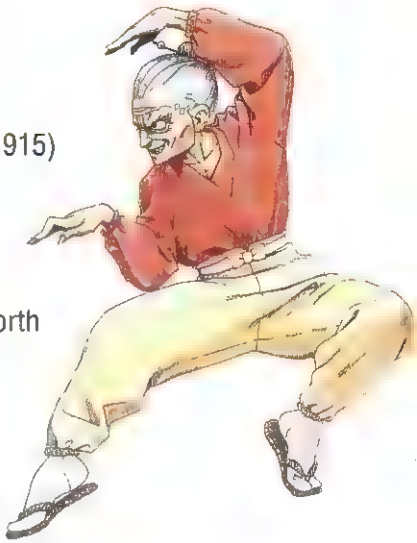
Oro Ball Wave ↙↓↘ +
Weak(Y) + Strong (X)
Punch Buttons
Simultaneously

Freeze Curse →↘↓↙← +
Weak (Y) + Strong (X)
Punch Buttons
Simultaneously

Thunder Kick ↓↘→↗ +
Kick (B) Button



Gogetsuji Oume



<Age> 79 years old
(Birthday: September 15, 1915)
<Blood Type> Unknown
(Rumor has it that she transforms at the sight of blood.)
<Birthplace> Somewhere in the north eastern region of Kyoto, Japan.
<Zodiac Sign> Virgo
<Characteristics> She is super-human. In any case, she is scary. To master her mysterious attacks, she confined herself to the mountains. Moreover, she has an eerie and unearthly presence about her and it is rumored that she can practically turn her opponents to stone just by gazing into their eyes....

Basic Advice for Battle

Basic Attacks

- Basic attacks are Punches and Kicks that you would normally use by pressing the attack buttons.
- Weak attacks do little damage but can be done quickly and in rapid succession.
- Strong attacks are slower but do more damage. Strong attacks cannot be done in rapid succession.
- Long distance attacks depend on the character. Some will have longer reaching attacks than others.
- Crouch attacks can be used against crouching or standing opponents.

Special Attacks

- Each character has mastered a number of their own Special Attacks that can cause a lot of damage to their opponents.
- Some Special Attacks can be done mid-air, while others allow your character to avoid your opponent's attacks.

Jump Attacks

- Jump Attacks are quite effective as long distance attacks.
- You can jump a 2nd time while jumping for a Double Jump!
- Your character cannot Double Jump when using a Jump

Attack.

- Your character will become invincible for a brief moment when performing a Double Jump. Use this to avoid your opponent's attacks!

Guard (Block)

- Block your opponent's attack by pressing back on the + Control Pad.
- To block a Jump Attack (excluding Special Attacks), your character must be in the Stand Guard position.
- To block low/ground attacks, your character must be in the Crouch Guard position.
- Special Attacks will cause some damage even if the attack is blocked.

Throw Attack

- To throw an opponent, approach them and press the + Control Pad forward + Strong Punch Button.
- Angela is the only character that will seize her opponent instead of throwing them.
- The Throw Attack cannot be blocked. Should your opponent be blocking all of your attacks, it will be more effective to throw them instead.
- When up in mid-air, you can throw your opponent in mid-air if you are near your opponent!

Combination Attacks

- After using a General Attack, immediately input the command for a Special Attack. The Special Attack will immediately follow the General Attack and will cause great damage to your opponent.
- After each attack, your opponent will take on the "Damage Pose". At this time, quickly attack your opponent again with a rapid succession of attacks and they will not be able to block them.
- Using Combination Attacks are very effective and cause great damage to your opponent.

REGARDING KUROKO

<Special Features>

Each participant in the Gogetsu Tournament will receive their own Kuroko, a personal assistant. Should Kuroko's master win, his position in the clan will also advance to a higher ranking.

Kuroko's true identity is a mystery. One day he is an errand boy, the next day he could be an assassin, and the next day he might be the official Gogetsu Master of Ceremonies....Could he be someone who lost in the Gogetsu Combat Tournament?

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